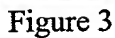
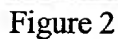


Figure 1

115
 103
 101
 104
 100
 106
 102



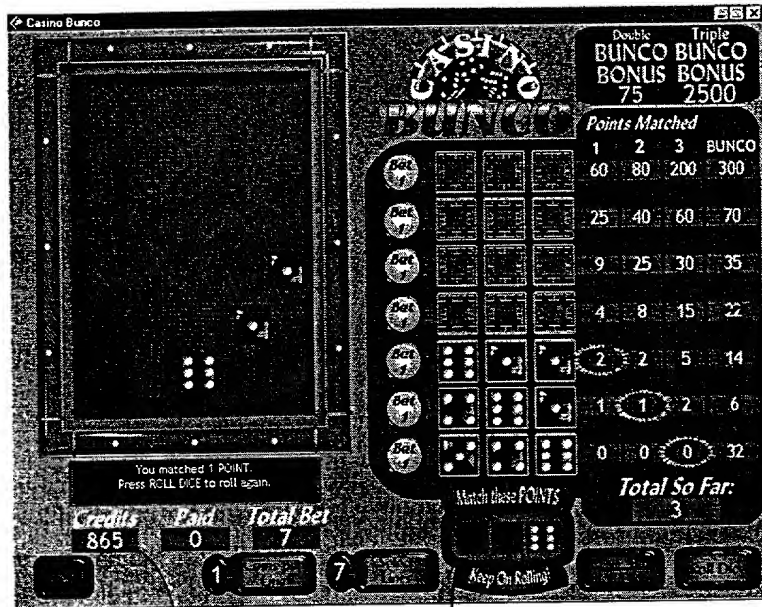


Figure 4

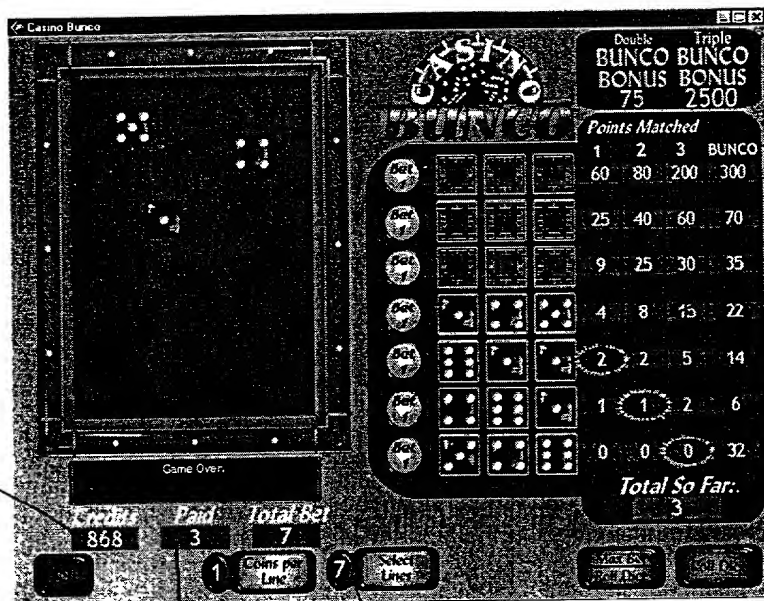


Figure 5

FIG. 4

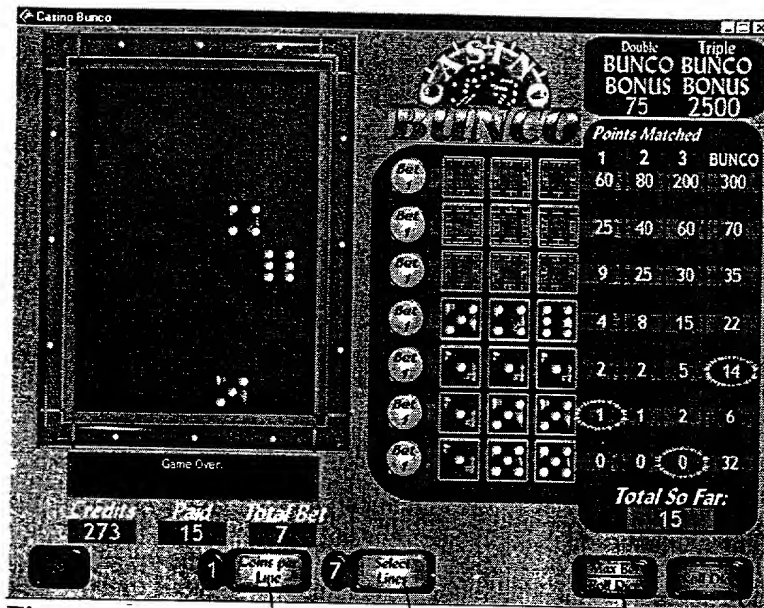


Figure 6

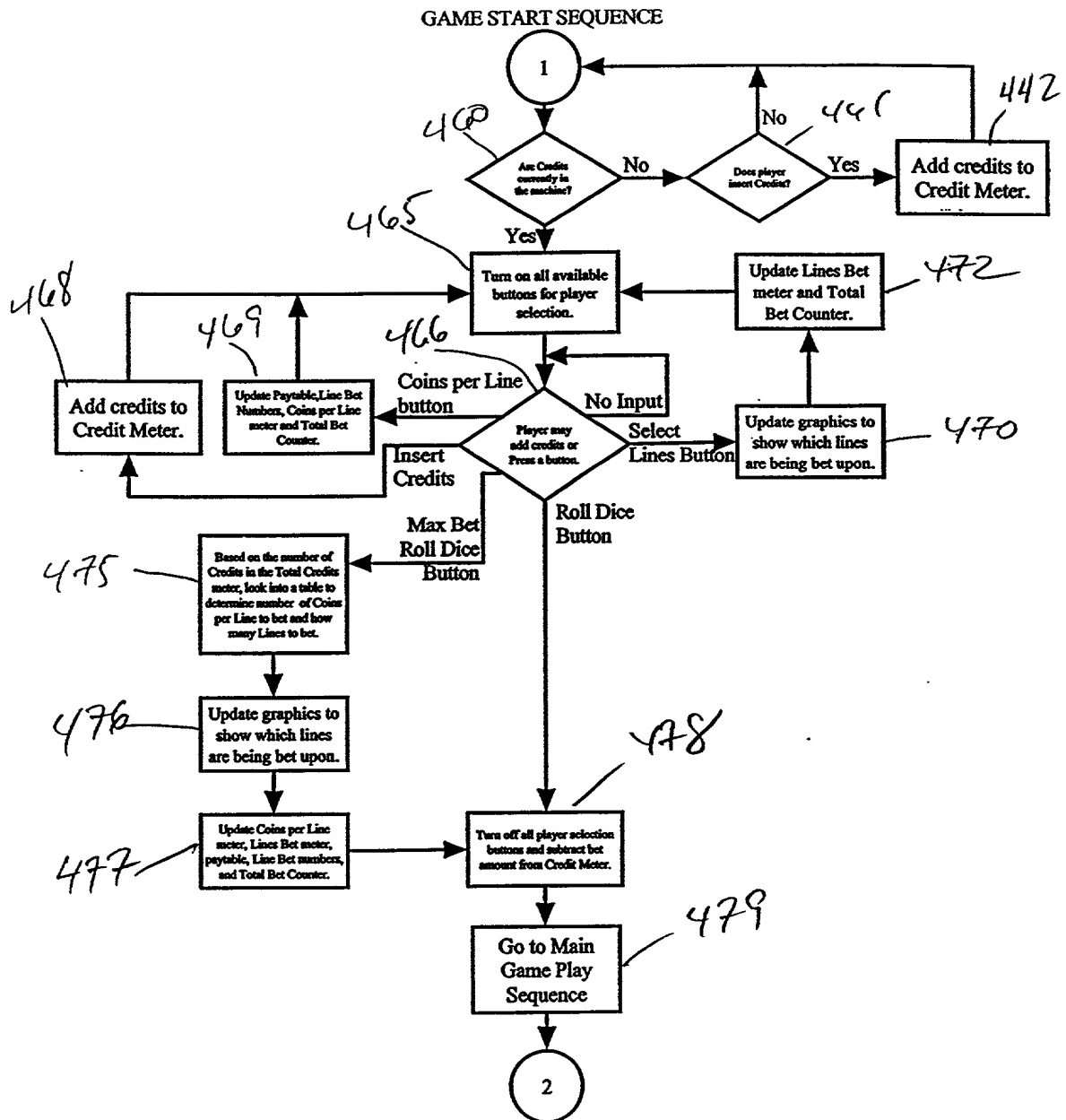


Figure 7A

MAIN GAME PLAY SEQUENCE

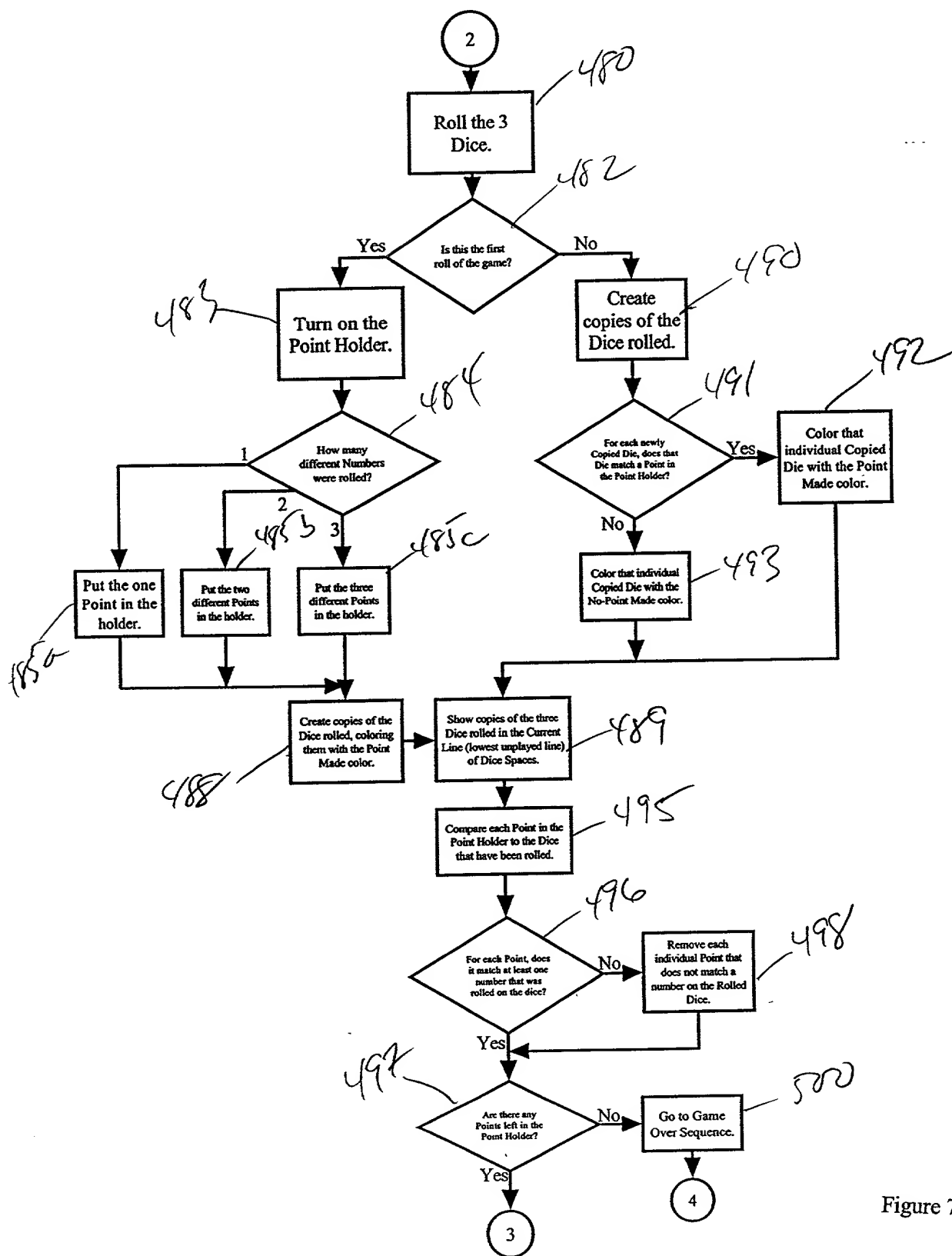


Figure 7B

MAIN GAME PLAY SEQUENCE (cont.)

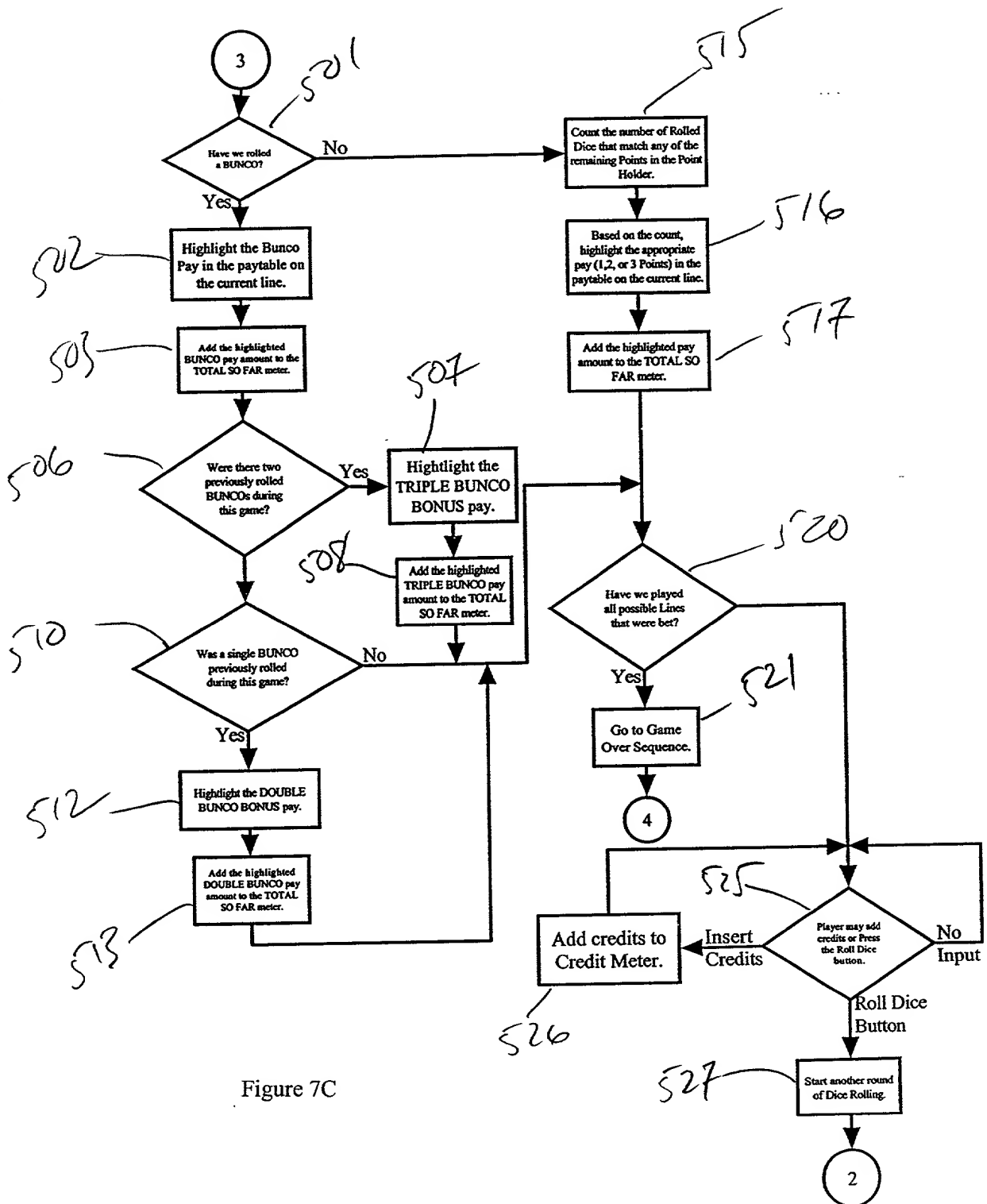


Figure 7C

GAME OVER SEQUENCE

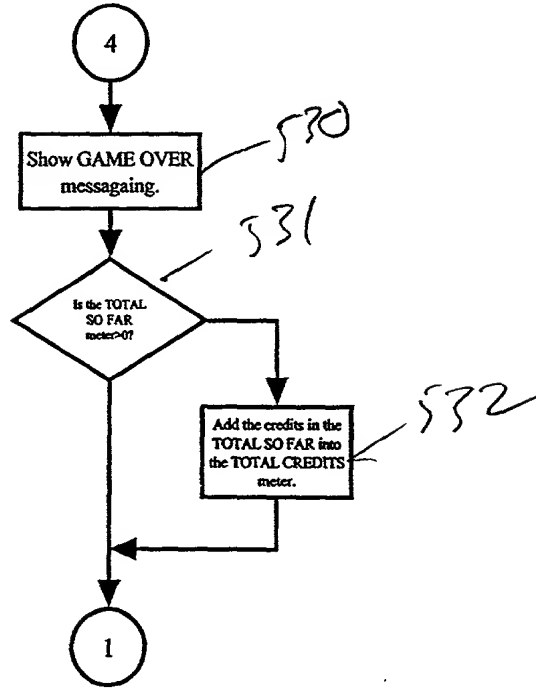
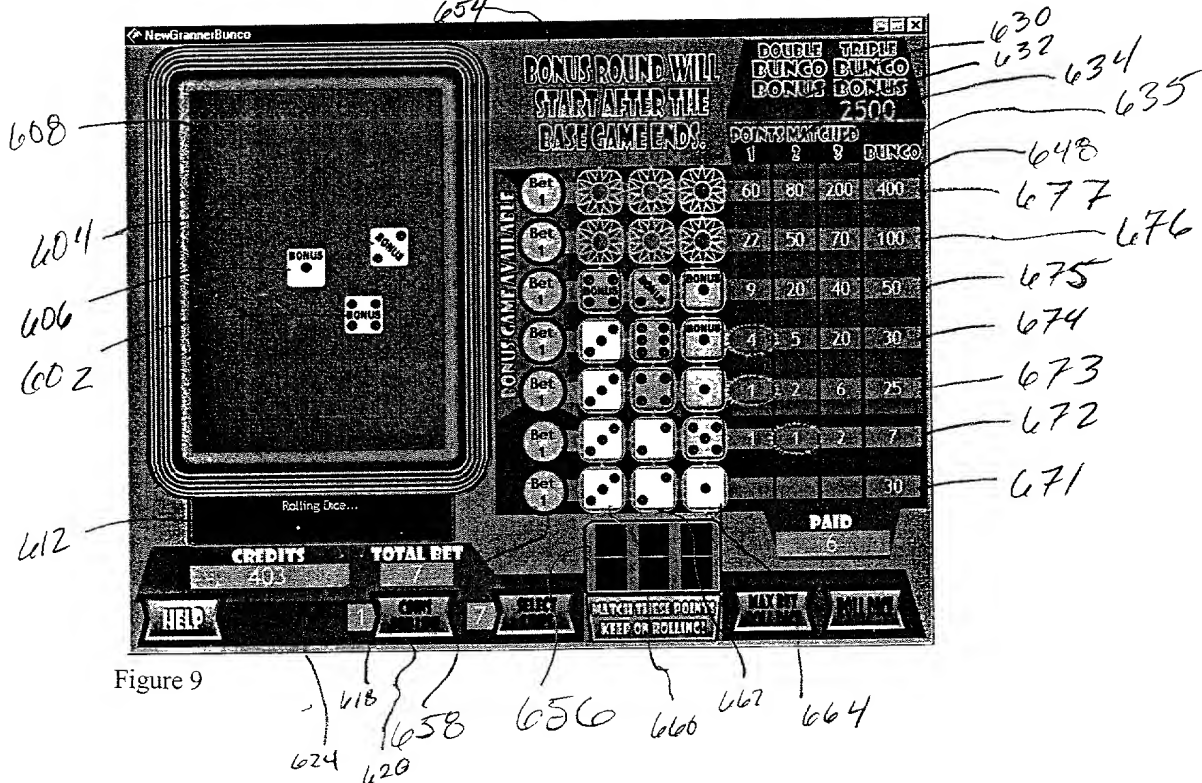
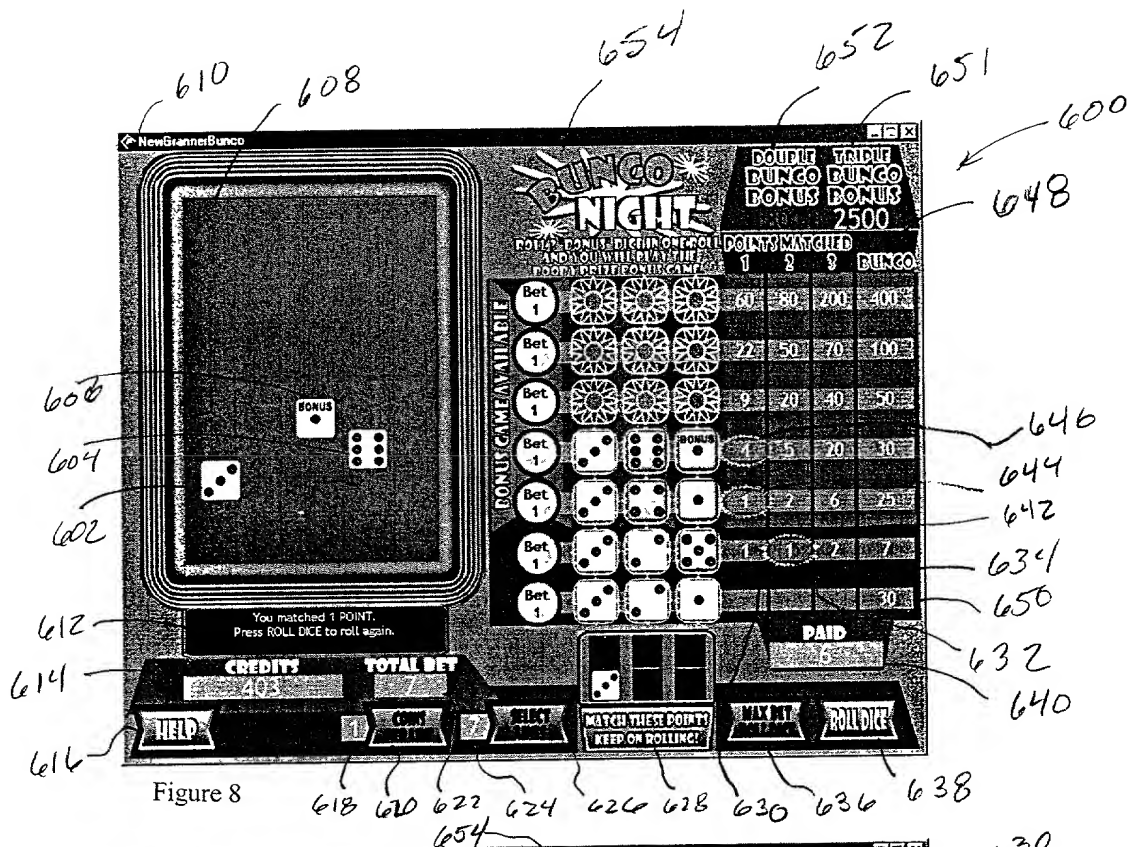


Figure 7D



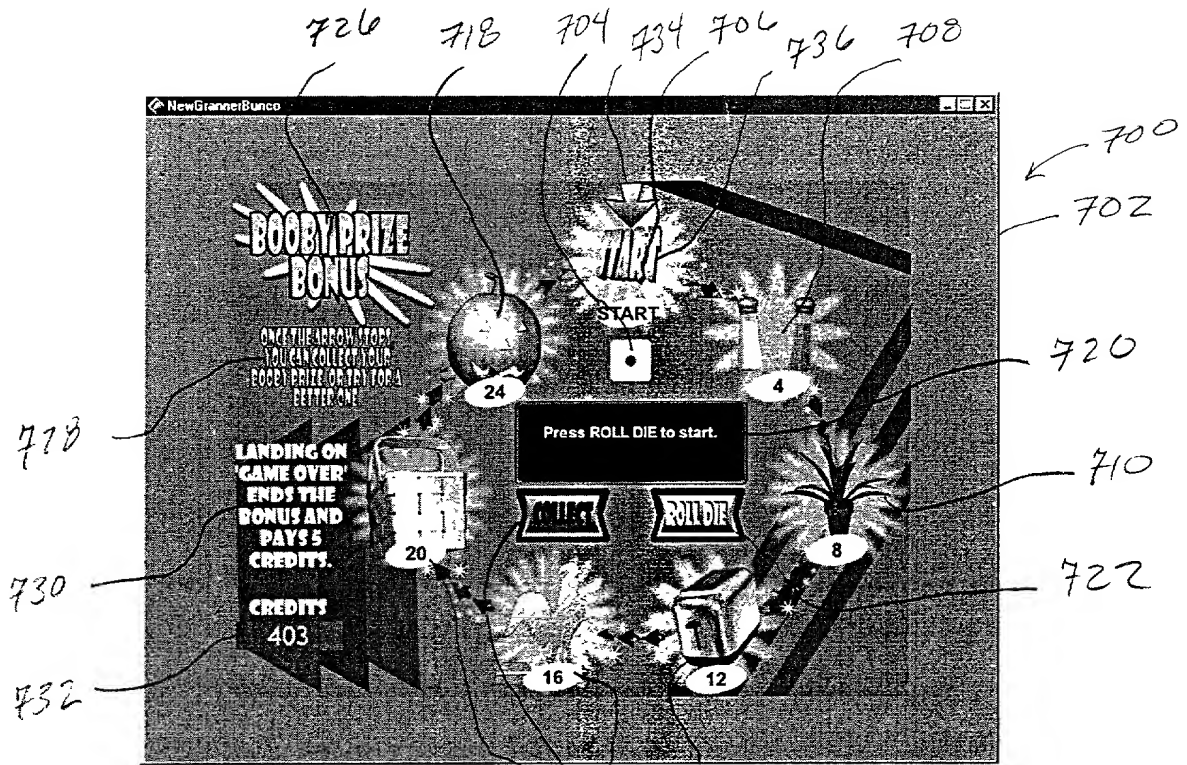


Figure 10

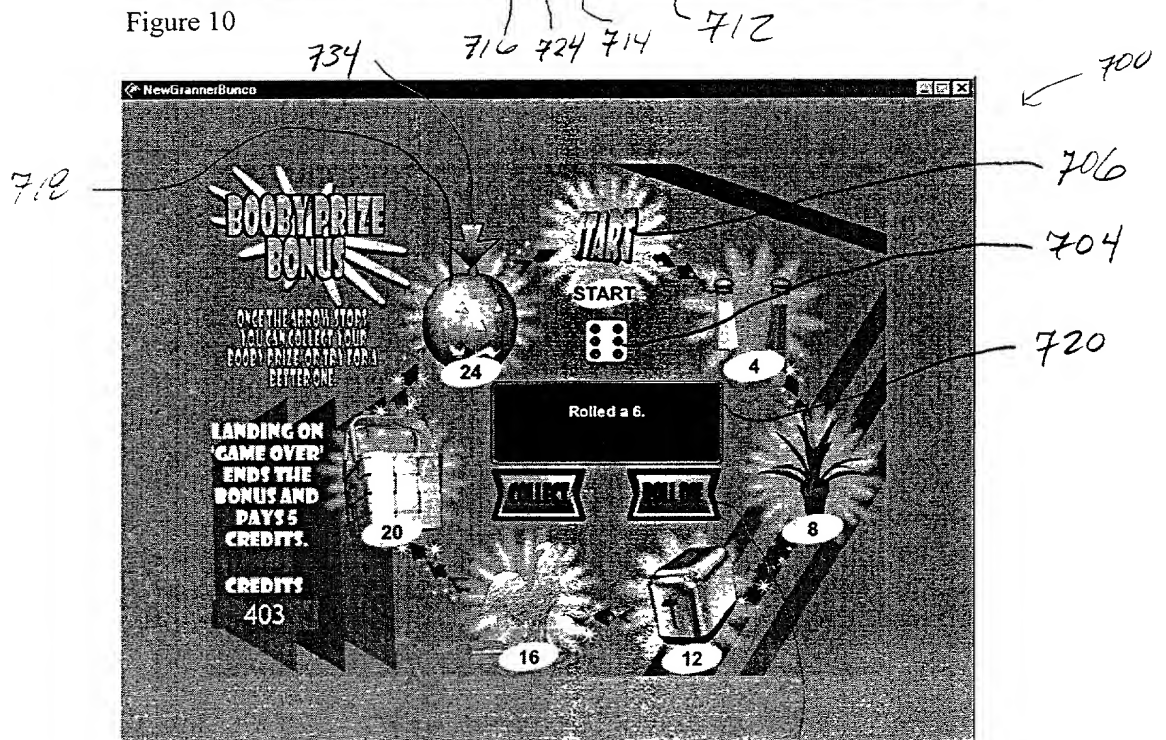


Figure 11

FOOT 666666

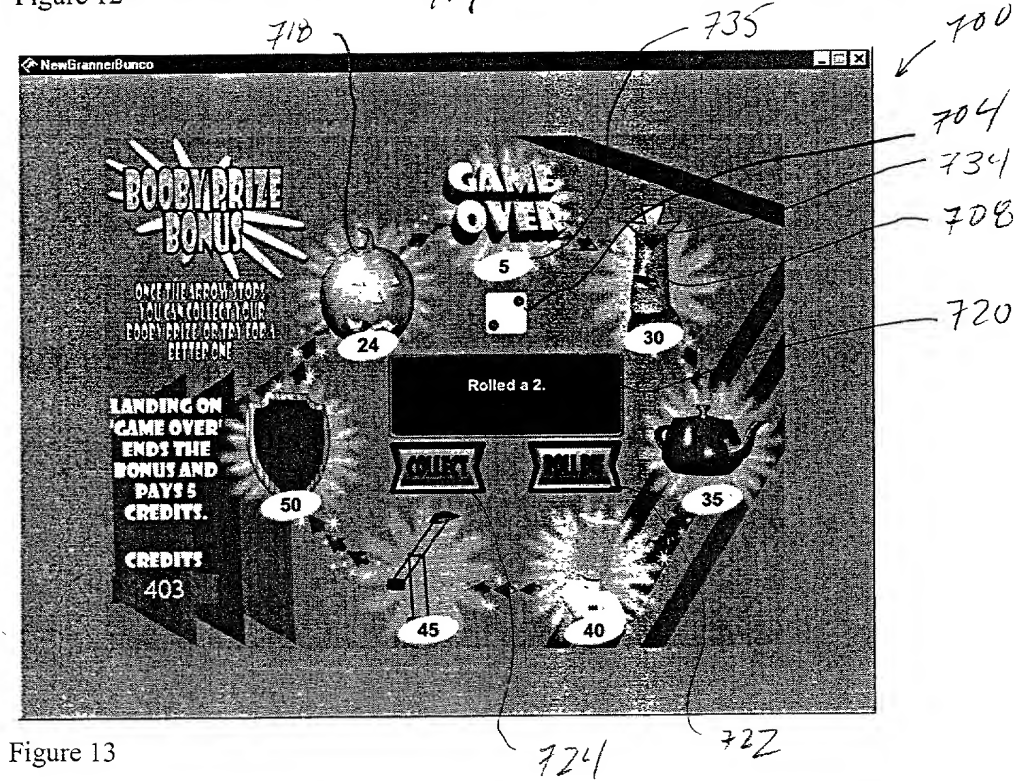
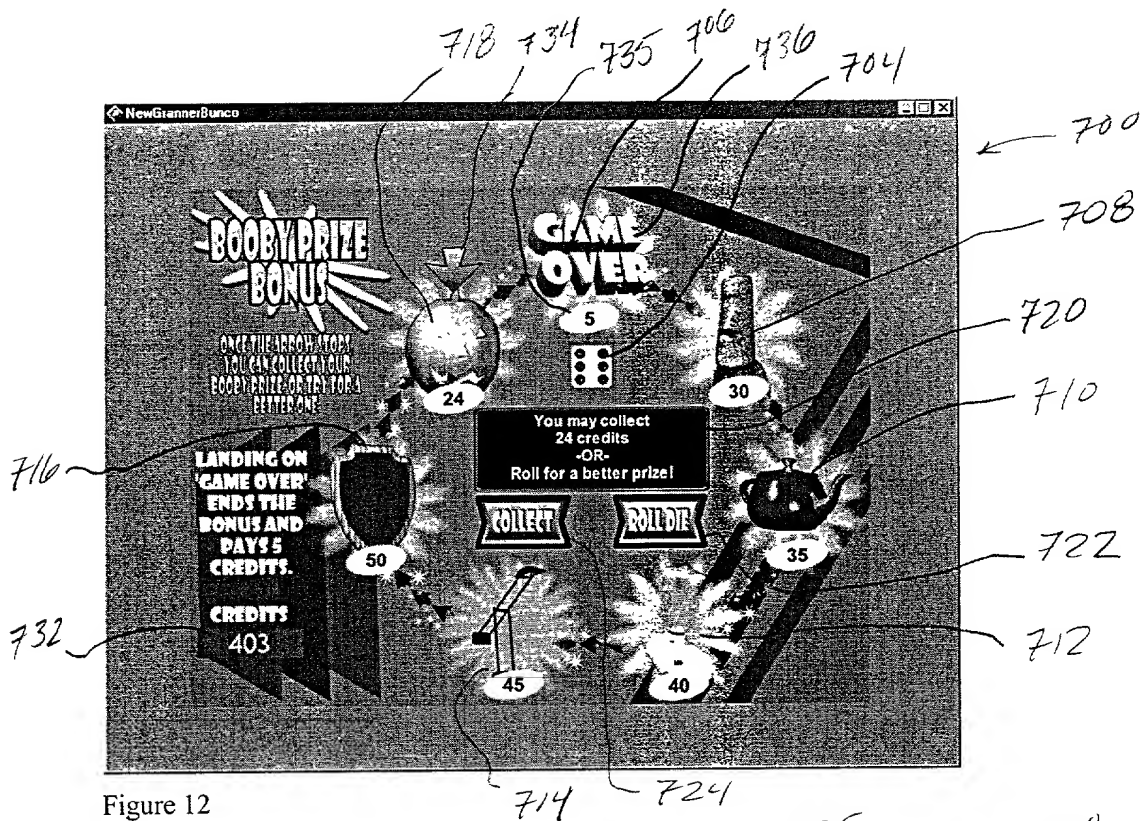


FIG. 11

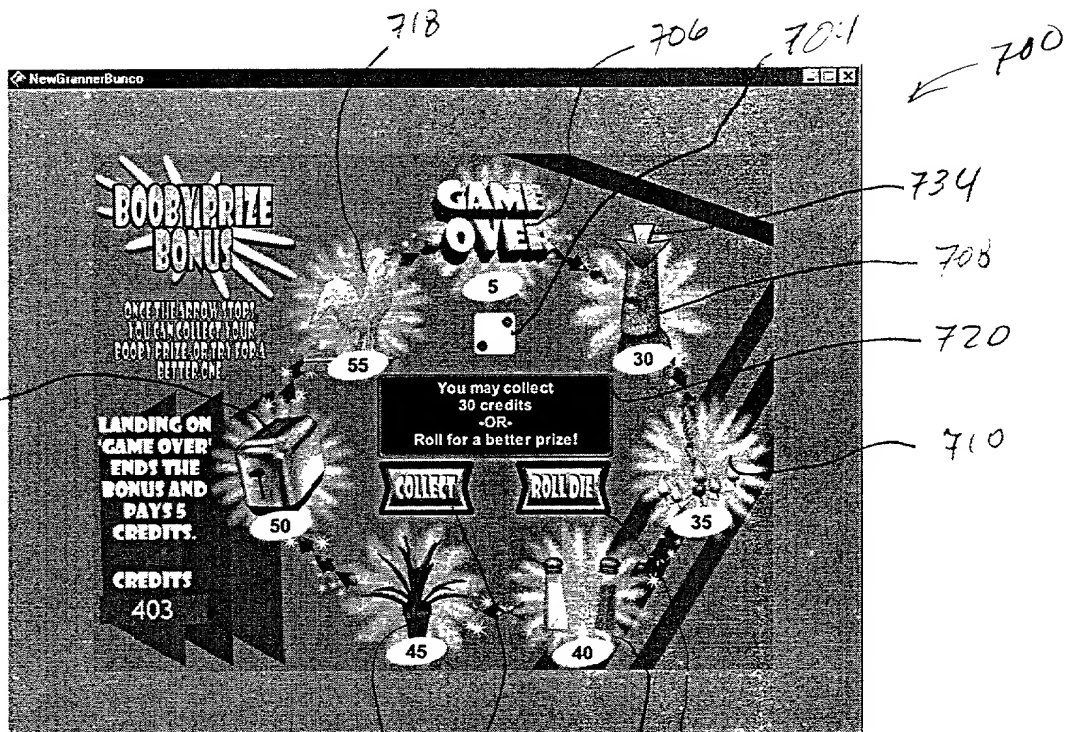


Figure 14

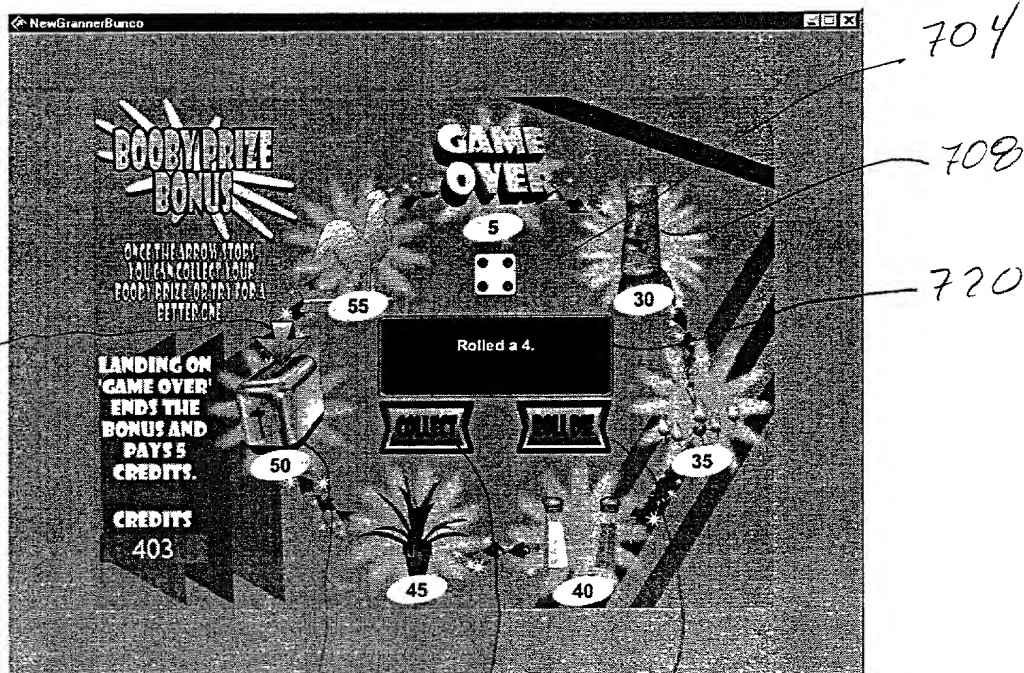


Figure 15

FIG. 12 OF 25

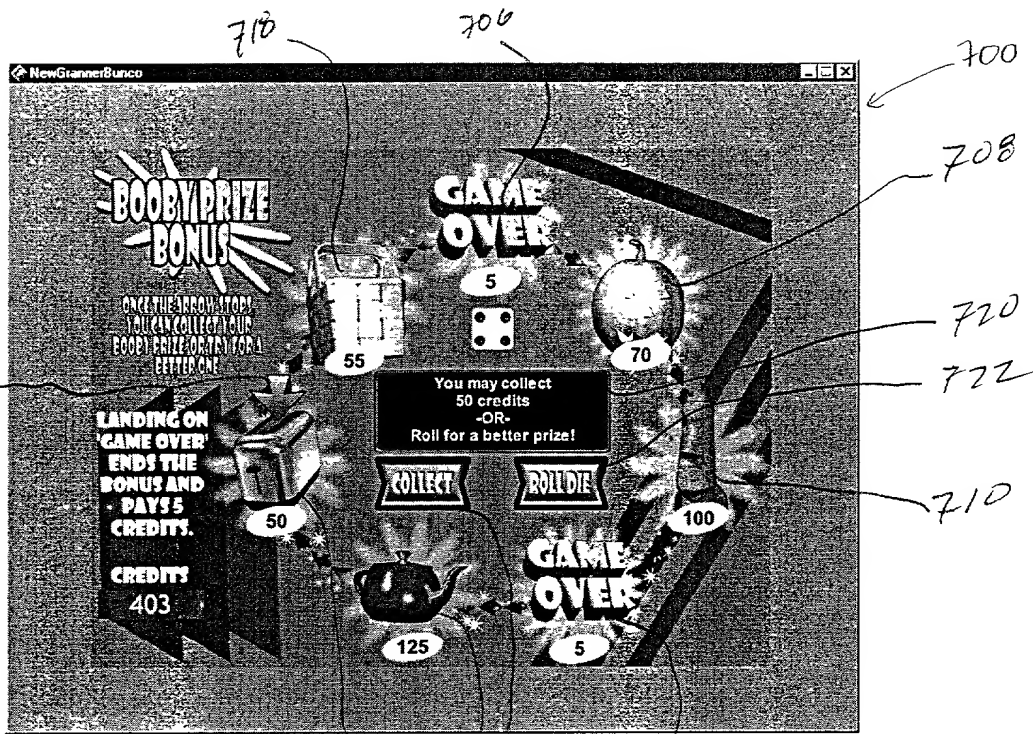


Figure 16

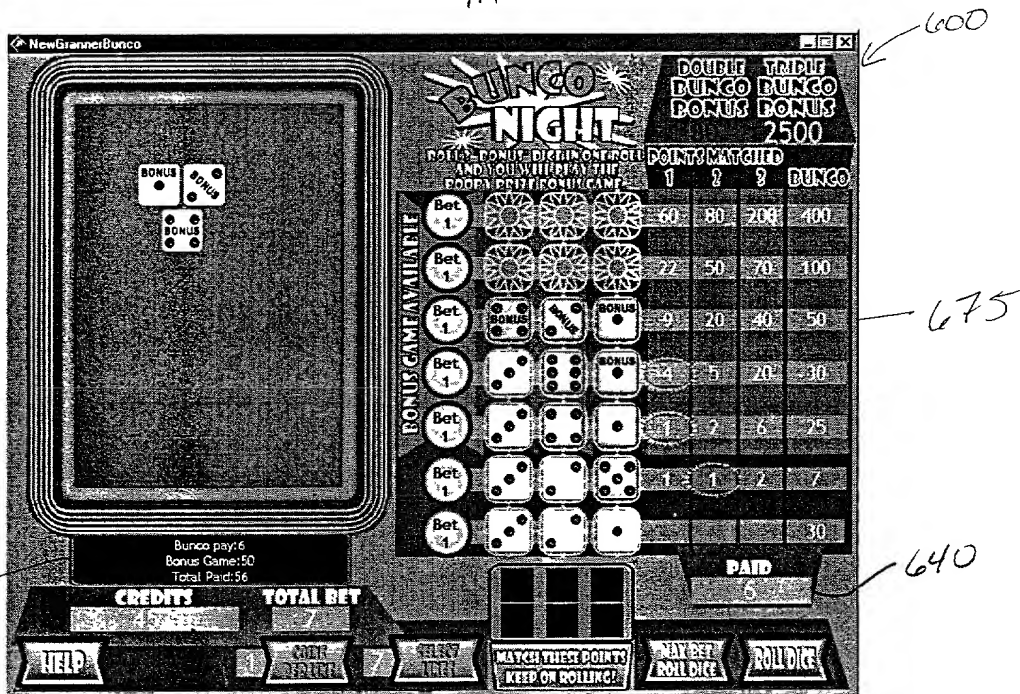


Figure 17

CASINO BUNCO - Flow Chart page 1

GAME START SEQUENCE

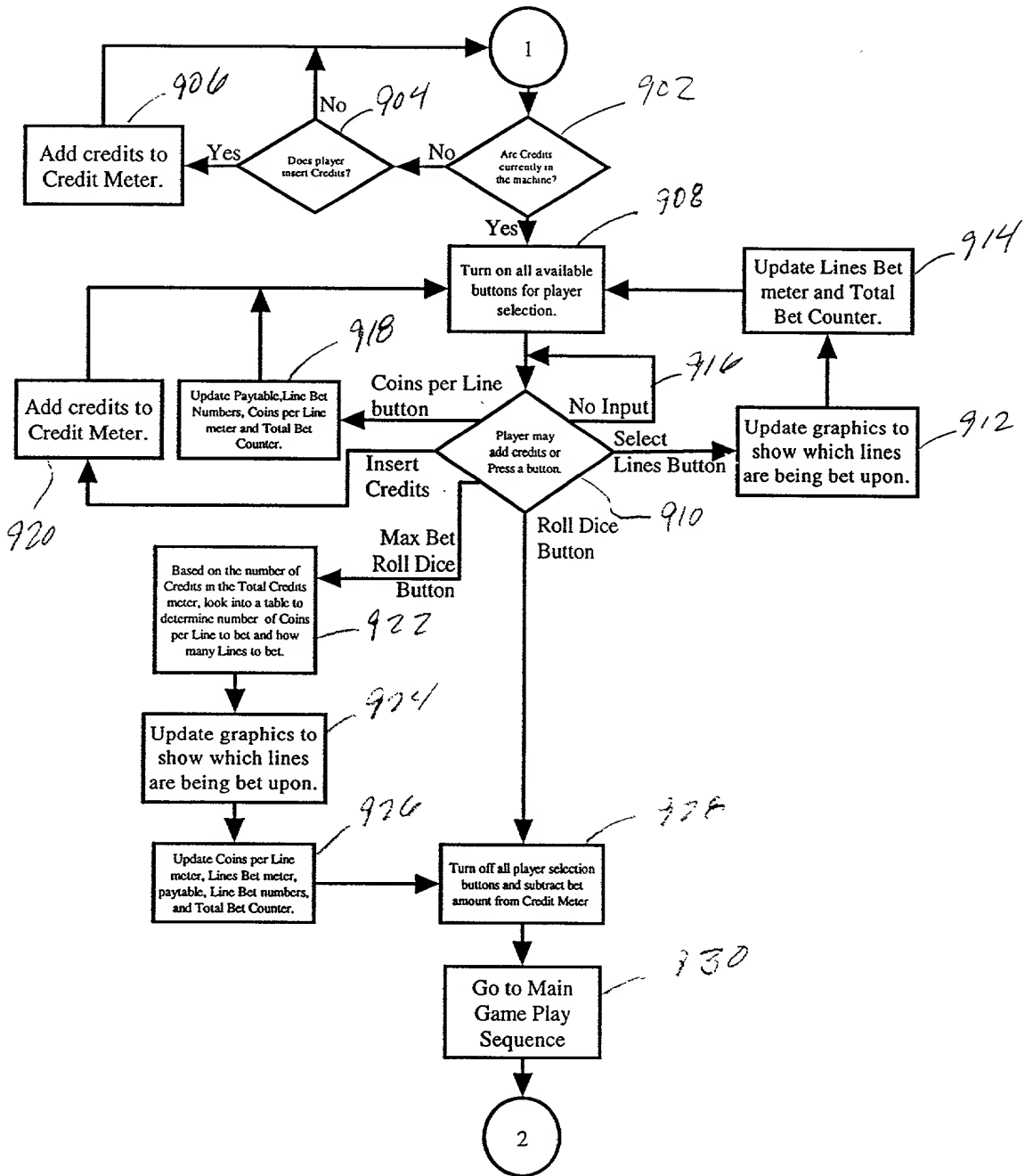


Figure 18

CASINO BUNCO - Flow Chart page 2

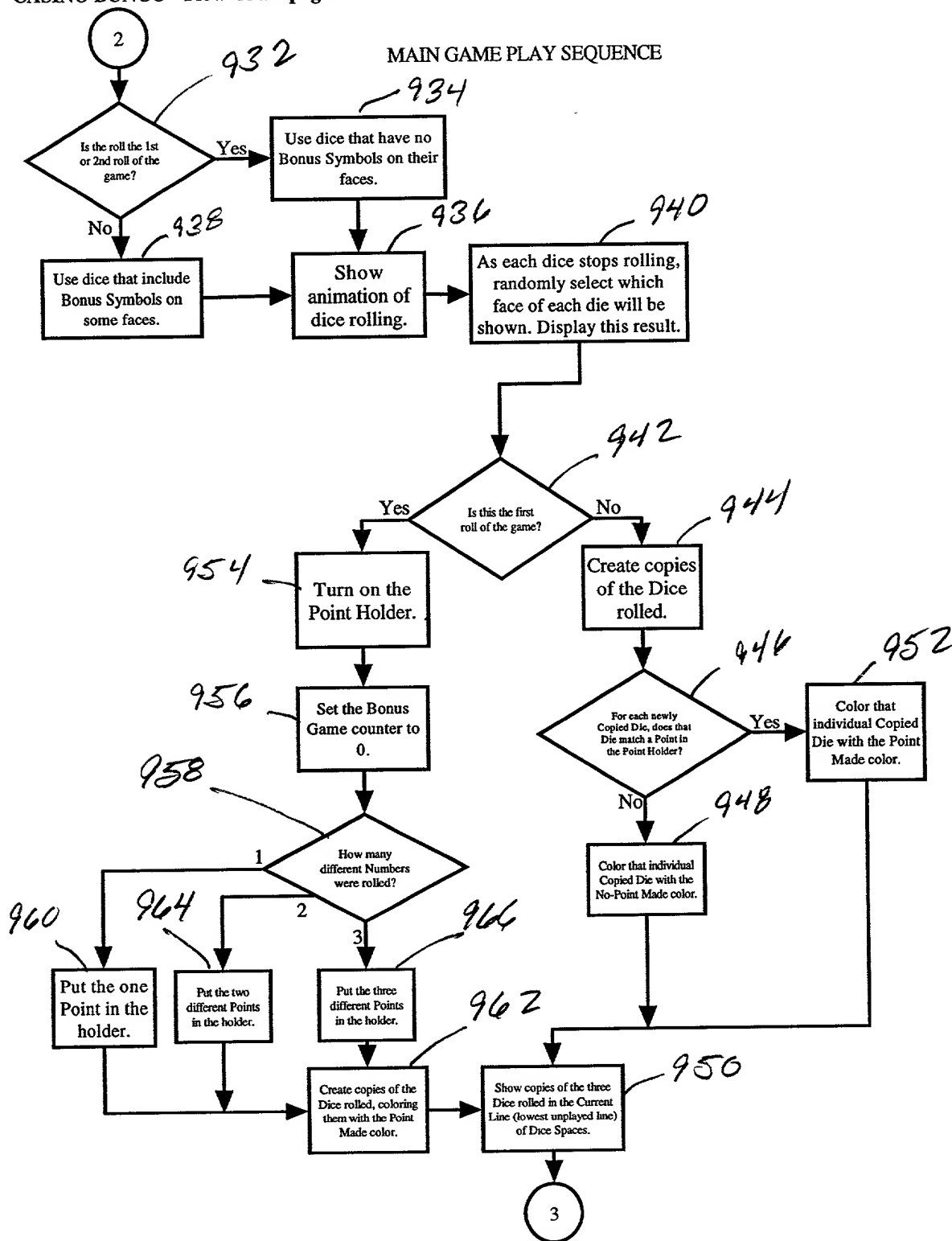


Figure 19

CASINO BUNCO - Flow Chart page 3

MAIN GAME PLAY SEQUENCE --
 Determine Dice Roll

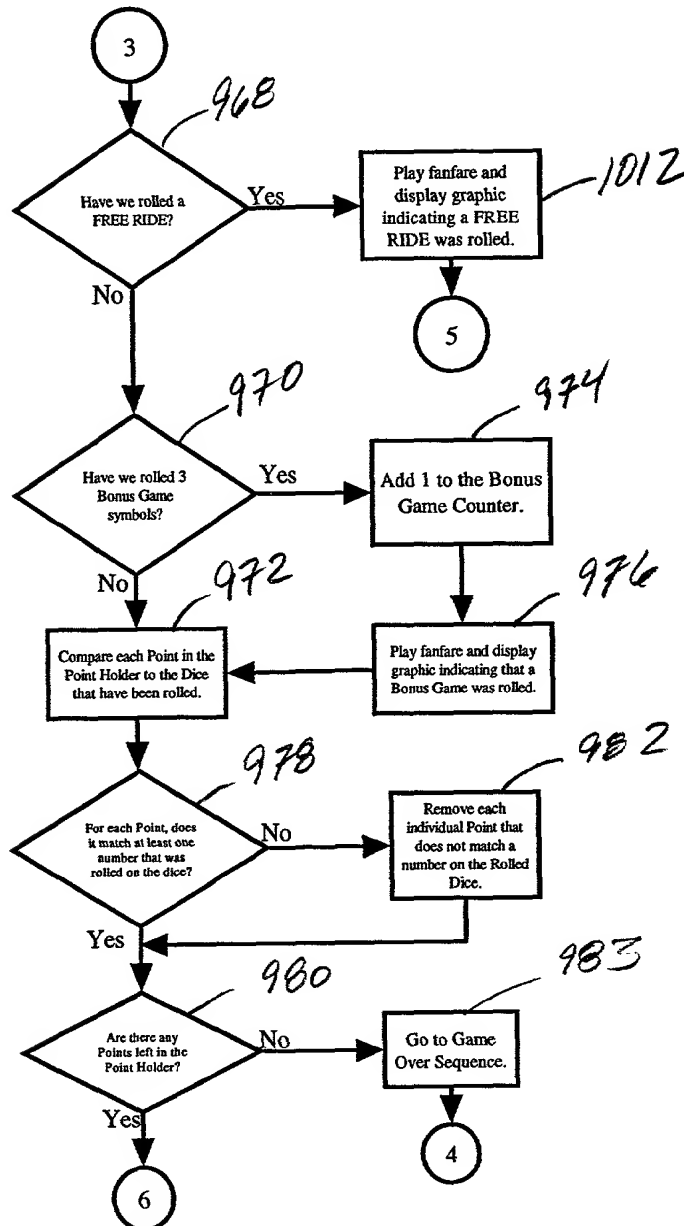


Figure 20

CASINO BUNCO - Flow Chart page 4

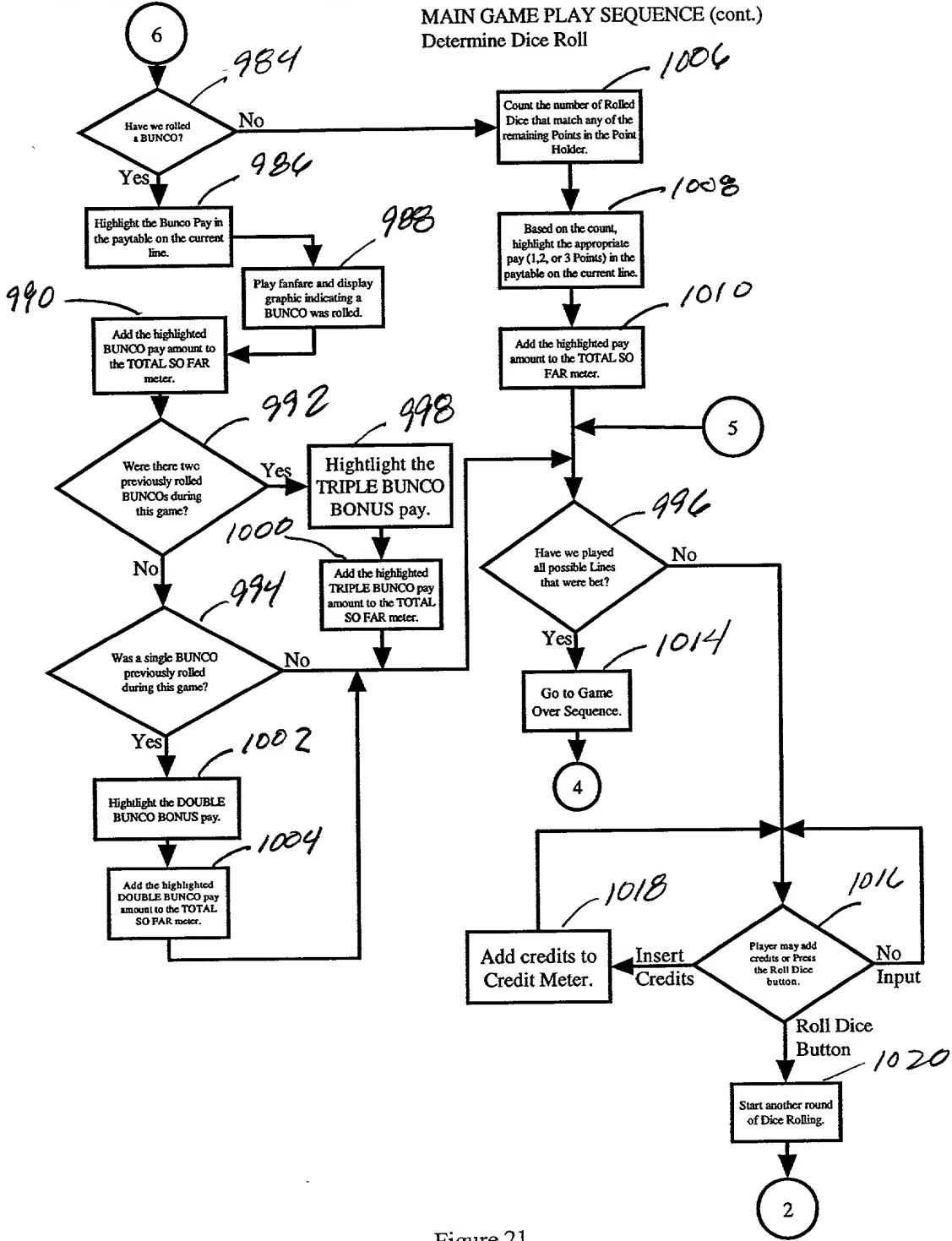


Figure 21

CASINO BUNCO - Flow Chart page 5

GAME OVER SEQUENCE

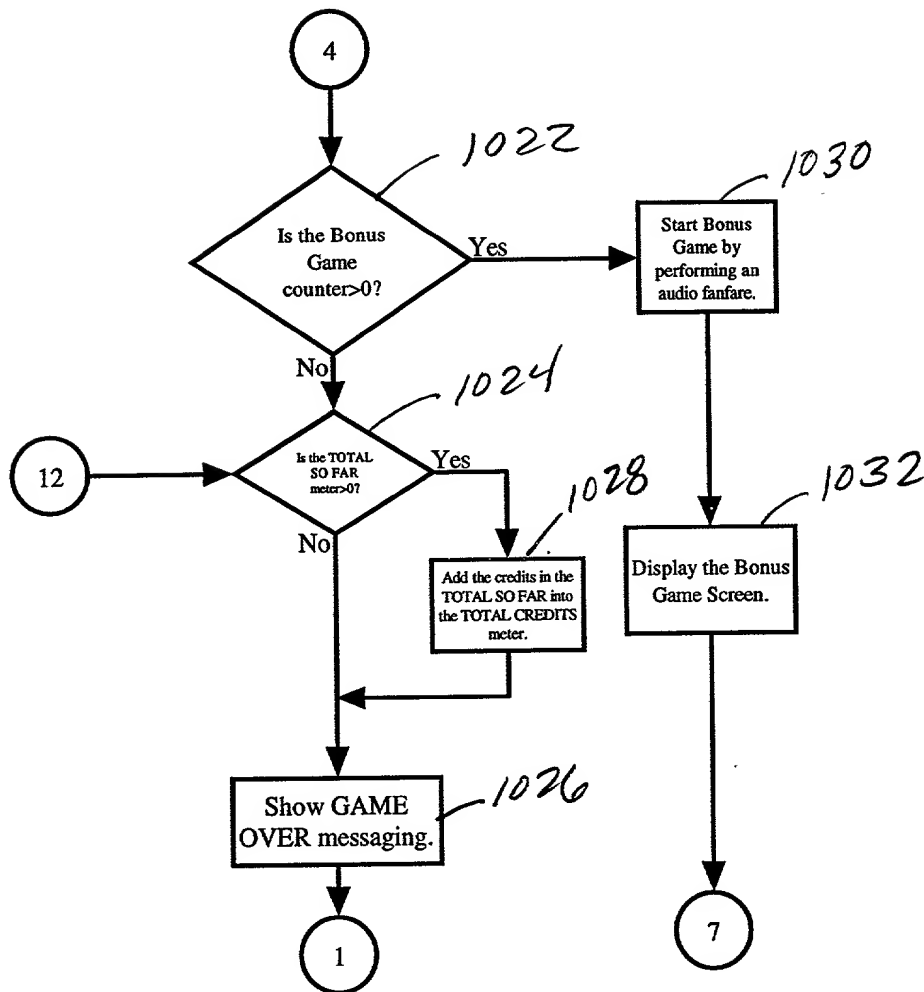


Figure 22

CASINO BUNCO - Flow Chart page 6

BONUS GAME SEQUENCE

Figure 24

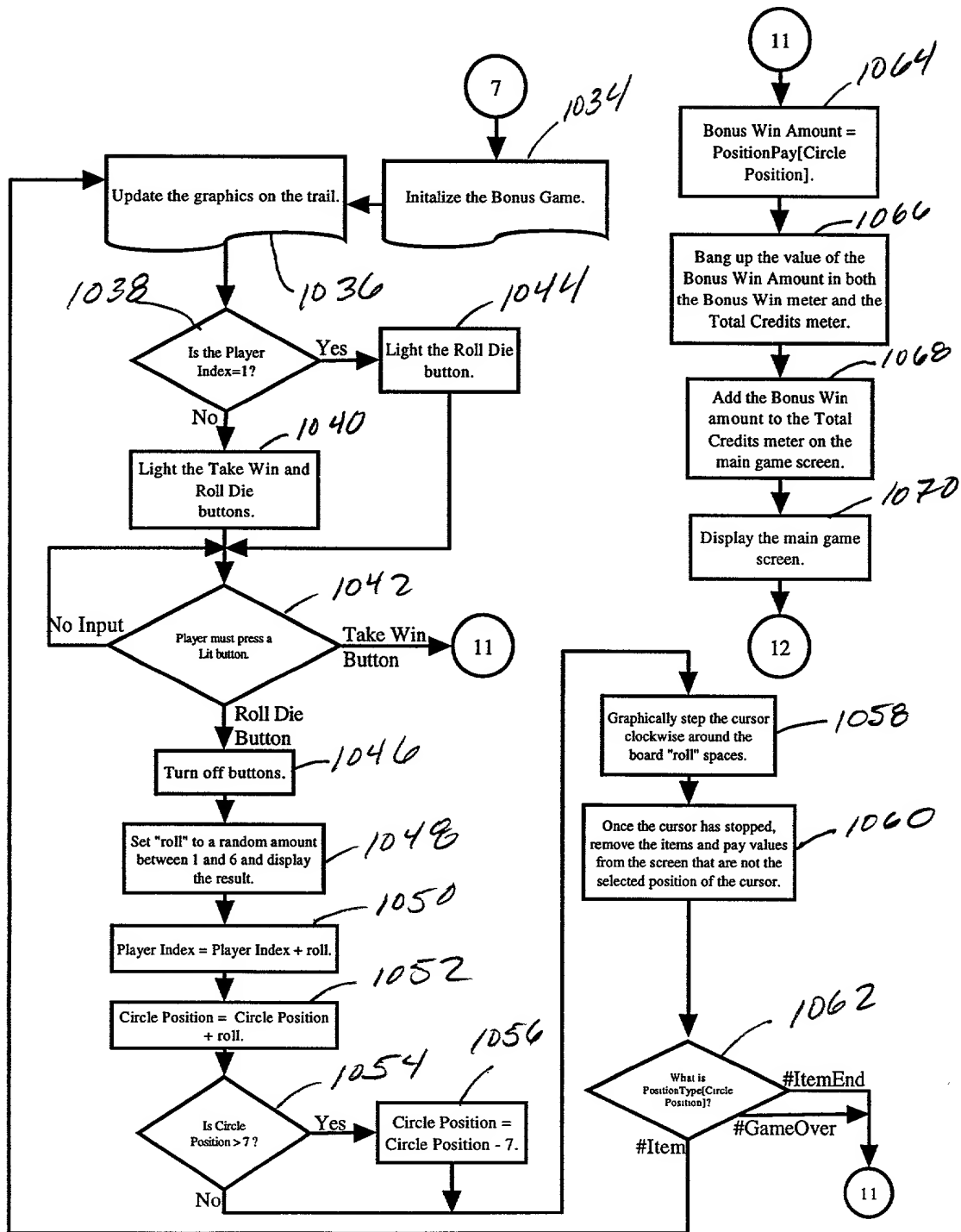


Figure 23

CASINO BUNCO - Flow Chart page 7

DETAILED BONUS GAME SEQUENCE--
 This is a detailed explanation of what we do
 to initialize the various elements that are in use
 during the Bonus Game

The Player Index is a variable that describes where the player is at in the payable and the item type table.

The Circle Position is a variable that describes where the cursor is on the display.

These two variables are needed because while the player is 'travelling' down a linear payable of values, these values are being graphically displayed in a circular fashion. So the player can be at any space in the pay table from position 1 to XX, graphically, the cursor, which describes the players position on the screen, can only pointing at any of 1 to 7 positions.

Note that the PositionType and PositionPay arrays each have 7 elements corresponding to the 7 on-screen elements (the cursor location and the 6 possible spaces to move to on the next roll.)

Initialize the Bonus Game

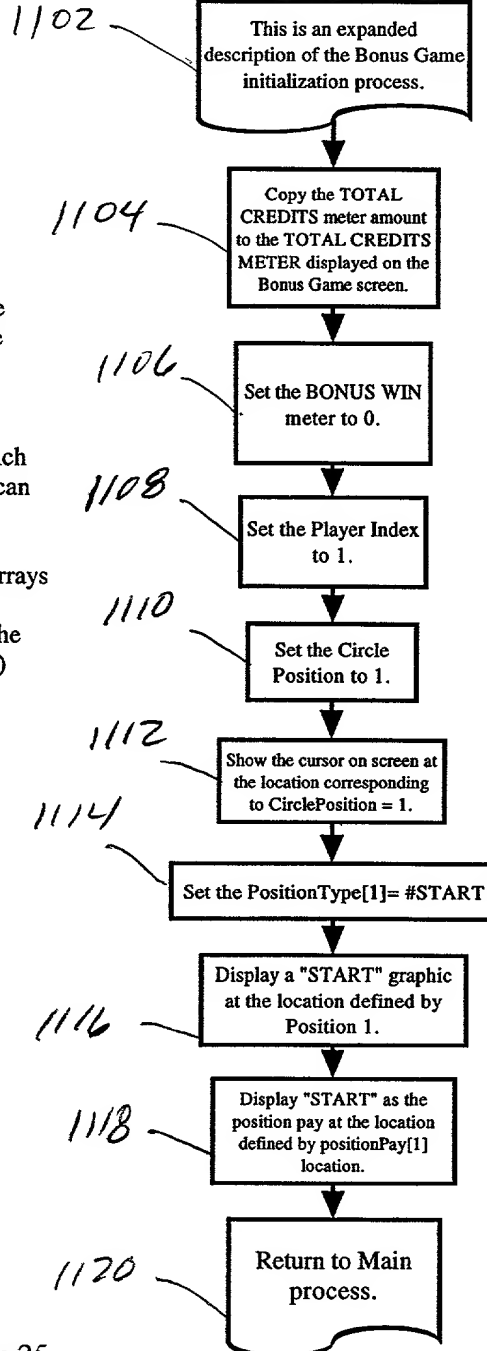


Figure 25

CASINO BUNCO - Flow Chart page 8

DETAILED BONUS GAME SEQUENCE -
 This is the subroutine that describes in detail the way we update the pay values, graphics, and position types on the circular trail.

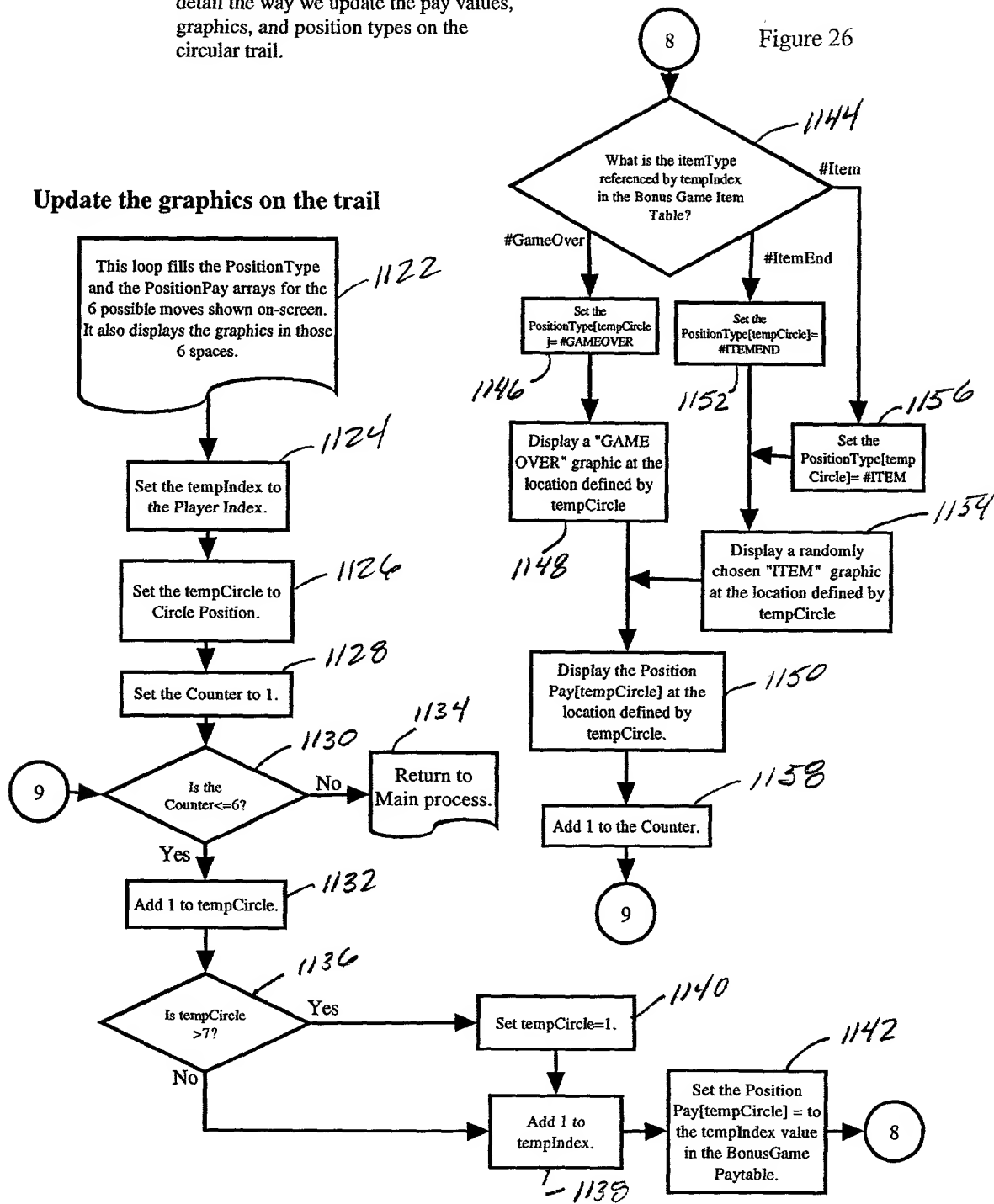


Figure 27

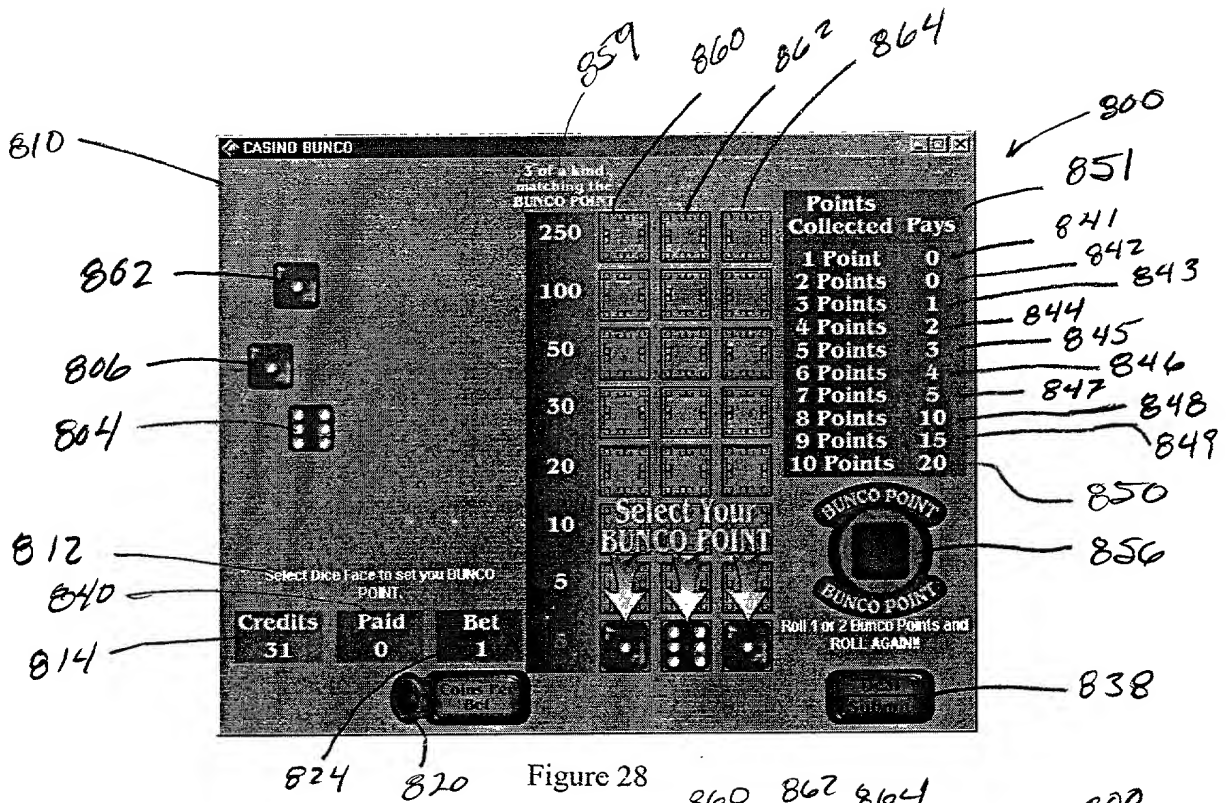


Figure 28

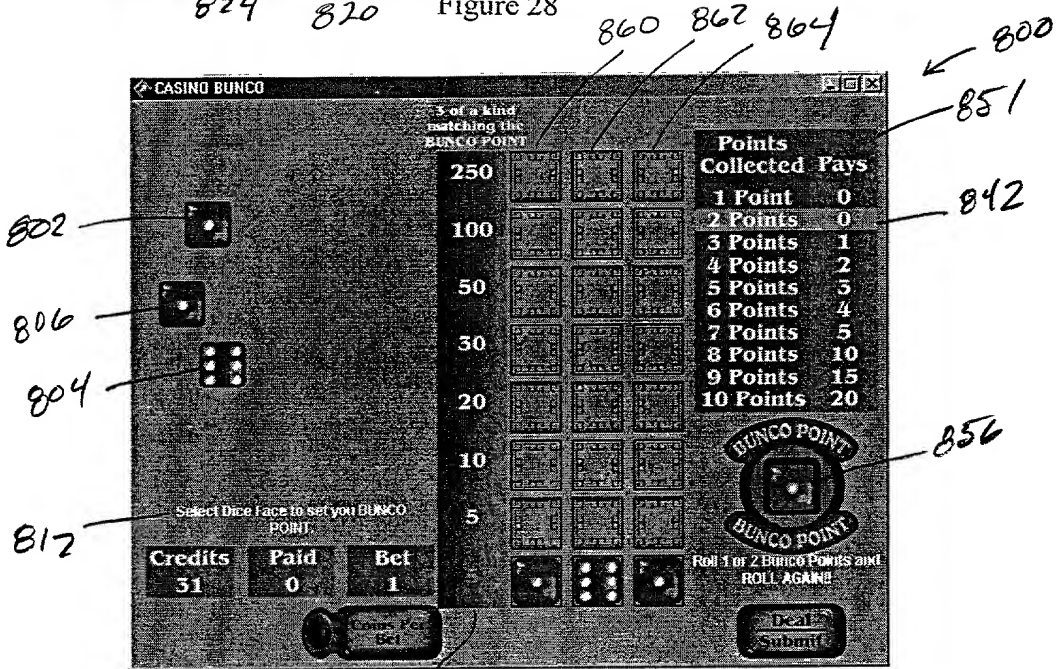


Figure 29

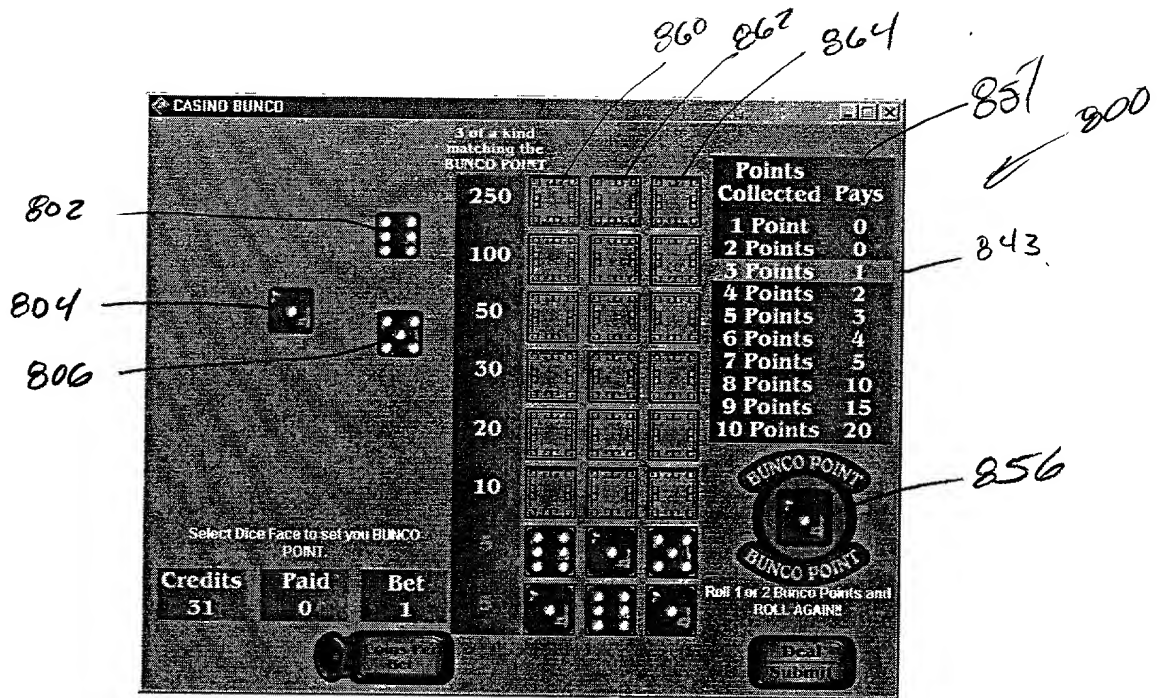


Figure 30

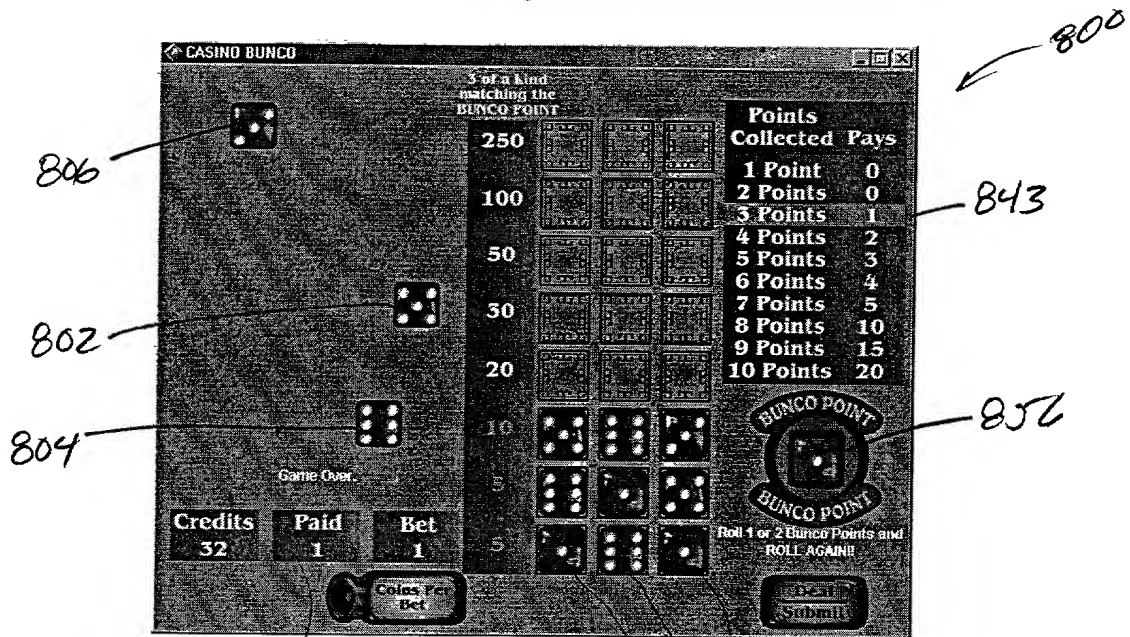


Figure 31

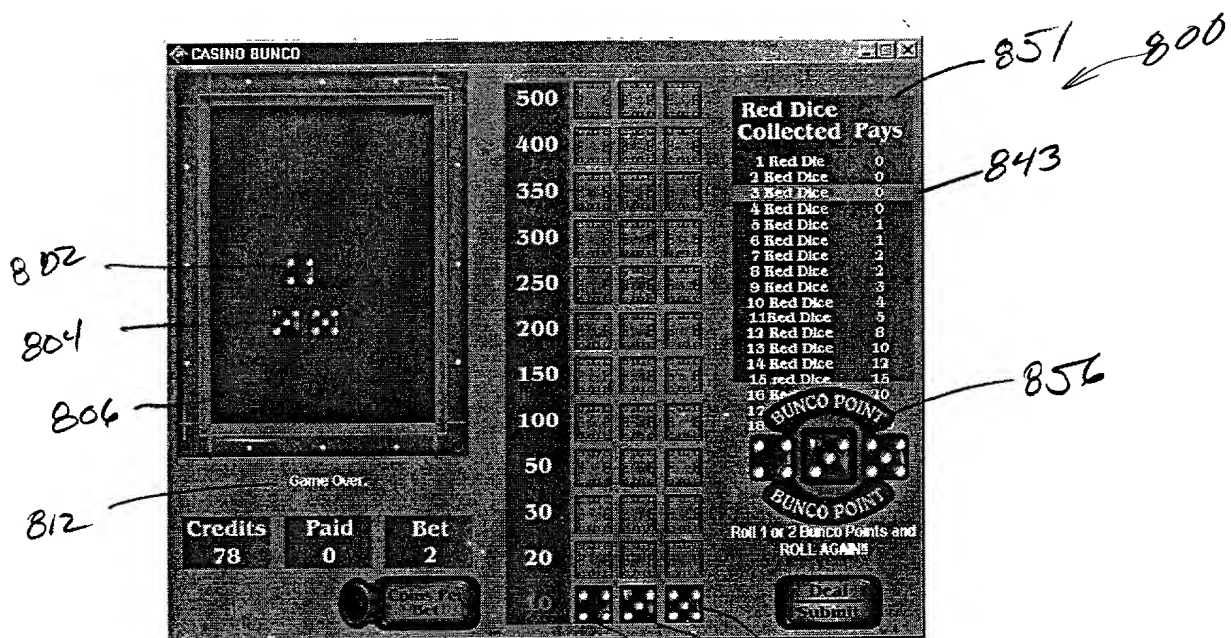


Figure 32

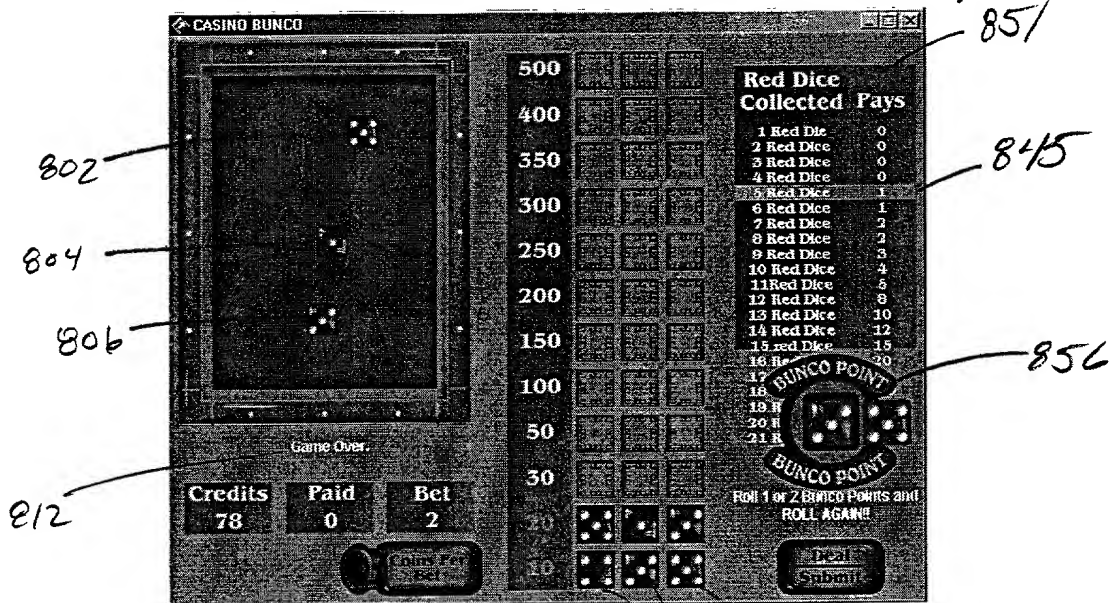


Figure 33

FIG. 32

